

WE CLAIM:

1. A stacking block kit, comprising:
 - a set of game cards each having a card point value and depicting a card indicia thereon;
 - a plurality of game pieces stackable in layers comprising a fixed maximum number of said game pieces, each said game piece having a length and a width, said width being a portion of said length, said portion being a reciprocal of said maximum number, and game piece indicia applied to the game piece, a portion of the game piece indicia being associated with the card indicia; and
 - a set of rules for discarding the game cards and for manipulating the game pieces.
2. The kit according to claim 1, wherein the game pieces comprise elongate bricks having a parallelopiped shape, and the rules mandate that the bricks comprising one of the layers be substantially perpendicular to the bricks comprising an adjacent one of the layers.
3. The kit according to claim 2, wherein each said game piece include a pair of opposite ends and a plurality of faces extending between the opposite ends, and the game piece indicia are disposed on the ends and the faces.
4. The kit according to claim 3, wherein the game card indicia and the game piece indicia comprise a playing card suit and a playing card rank.
5. A method of playing a stacking block game comprising the steps of:
 - distributing game cards into card hands amongst players of the game, each said game card having a card point value and depicting a card indicia thereon, and constructing a structure comprising layers of stackable game pieces, a portion of the game pieces including game piece indicia associated with the card indicia;
 - discarding one of the game cards in accordance with a set of rules and an associated one of the game pieces;
 - repeating the discarding step amongst the players until a predetermined terminating step is obtained; and

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for each said player determining an aggregate point value at least from the card point values of the game cards remaining in the associated card hand.

6. The method according to claim 5, wherein the game piece indicia of the associated one game piece matches the card indicia of the one game card, the associated one game piece being located in the structure below an uppermost one of the layers, and the set of rules comprises the steps of removing the located game piece from the structure, returning the removed game piece to the uppermost layer of the structure, and discarding the matching game card from the card hand of one of the players.

7. The method according to claim 6, wherein the removing step comprises one of the players removing the located game piece from the structure, and the discarding step comprises one of the players discarding the matching game card, the removing one player being different from the discarding one player.

8. The method according to claim 7, wherein the predetermined terminating step comprises a collapse of the structure, and point value determining step comprises adding a penalty value to the aggregate point value of the removing one player for collapsing the structure.

9. The method according to claim 5, wherein the associated one game piece cannot be removed without collapsing the structure, and the set of rules comprises discarding the matching game card from the card hand of one of the players upon a turn of the one player.

10. The method according to claim 9, wherein the unremovable game piece is located in a central position within one of the layers, the one layer including only the unremovable game piece.

11. The method according to claim 5, wherein the associated one game piece cannot be removed without collapsing the structure, the unremovable game piece being located in an end position within one of the layers, and the set of rules comprises discarding the game card associated with the unremovable game piece upon removal from the structure of a specialty one of the game pieces.

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